

**City of Clayton  
Parks and Recreation Department  
Coed League Softball Rules  
Revised 3/2013**

**Equipment:**

1. The Recreation Department will supply bases, balls, scorebook and one umpire.
2. A 12-inch restricted flight ball will be used.
3. Metal Spikes are not permitted.
4. A list of legal bats can be found at: [www.ussa.com](http://www.ussa.com)

**Players and Substitutions:**

1. All rosters are due to the league coordinator before the first game. No players are allowed on the field before signing the roster. Players may not be added to the roster after the third week. Contact the nightly league coordinator to add players to the roster.
2. A minimum of eight players are required to start or continue a game. Additional players may be placed at the end of the batting order after a complete inning.
3. Teams must play the field with an equal or greater number of women to men.
4. Teams may bat their entire roster, alternating men and women in the batting order. Once the game begins the batting order may not be changed.
5. Teams may substitute freely.
6. Courtesy Runner
  - If a player has an injury or medical condition that he/she is able to bat but unable to run, a courtesy runner may be requested. The umpire will use their discretion when allowing a courtesy runner.
    - a. This request must be made prior to the beginning of the game.
    - b. The courtesy runner will be the individual on the team who made the last out. If in the coed league, the player of the same gender who committed the last out becomes the runner.
    - c. The courtesy runner must be used every time the player who is requiring the runner makes it safely on base.
    - d. The player who is requiring a courtesy runner must run to first base, but can not advance past first.
  - If a player is injured during the course of the game and a courtesy runner is necessary, the player of same gender, as the injured player, who committed the last out, becomes the runner.
  - No pinch runners other than courtesy runners are permitted.

### **Basic Rules for the Regular Season and Playoffs:**

1. The City of Clayton follows the USSSA rulebook. Here is the link, the rule book link is near the bottom of the page: <https://www.ussa.com/SPORTS/Home.asp?Sport=17>
2. There will be a 5 minute grace period before forfeit is declared.
3. Forfeited games will not be rescheduled.
4. Teams that forfeit two games during the regular season will be removed from the schedule without a refund.
5. A game must be finished fifty-five minutes from the scheduled starting time. If the time limit is reached before the seventh inning, the inning being played will be finished. No full inning is to begin after fifty-five minutes to the hour.
6. The season will consist of 8 regular season games followed by a single elimination tournament. All teams will qualify for the end of season tournament. The playoff bracket will be posted following the regular season.
7. The captain of the winning team is required to sign the game card presented by the umpire.
8. The umpire has the right to end a game at any time due to darkness, bad weather or other conditions that make play unsafe. If an inning is not finished at that time, the score will revert back to that of the last full inning played.
8. Any game ending in a tie after the time limit is reached or at the end of 7 innings will be recorded as a tie.
9. Mercy Rule - The follow run rules apply. A team will be declared winner if:  
Winning by 20 runs after 3 innings  
Winning by 15 runs after 4 innings  
Winning by 10 runs after 5 innings
10. Only one appeal on a base runner may be made per play and must be made before the next pitch.  
The ball is dead during an appeal.
11. Base runners may leave the base when the ball is hit. If a runner on base leaves too early, he/she will be called out and a "no pitch" will result.
12. After the first inning, no warm up pitches will be allowed, except when a pitching change is made.
13. A legal pitch must be a minimum of six feet in height from the ground and not rise higher than twelve feet in height from the ground. Any legal pitch that hits any part of the plate or strike zone mat will be a strike.
14. At least one foot is required on the pitching rubber for the pitcher to make a legal pitch.
15. When a defensive player clearly has the ball and is waiting for the runner and (in the judgment of the umpire) the runner deliberately and forcefully runs into the defensive player, the runner is declared out. The offender shall be ejected, the ball is dead and all other runners must return to the last base touched at the time of collision.
16. When a base runner is intentionally obstructed by a fielder - who is not in the act of fielding, does not have the ball or fakes a tag, the umpire's judgment will be used to award bases accordingly.

17. Bunting or chopping down at the ball is not allowed.
18. Each batter will have the count of 1 ball and 1 strike when they reach the batters box. If a batter has 2 strikes and hits a foul, the batter is out and the ball is dead.
19. Any legal pitch that hits any part of the plate or strike zone mat will be called a strike.
20. A walk given to a male will result in the batter advancing to 2<sup>nd</sup> base and leaving 1<sup>st</sup> base unoccupied. The next batter (female) has the option to bat or accept a walk.
21. The home plate extender *is not considered to be part of home plate*. For example a runner must tag the actual home plate to be considered safe. Touching the extender will not count.
22. A player running through first base after a hit must touch the orange safety base in order to be safe.
23. Only feet first sliding is allowed. A base runner that slides head first will result in an automatic out. If a player is trying to get back to a base they have already gained, they are allowed to dive back in head first.

#### **Conduct:**

1. Only the captain and the involved player will be allowed to discuss a play with the umpire; if the umpire allows any discussion. Any players leaving their position or leaving the bench will be subject to ejection from the game.
2. Any player who is excessively arguing calls may be ejected. If a player is ejected on two separate occasions, he/she will be banned from the league indefinitely at the discretion of the league supervisor.
3. Any player or captain who threatens any league official or representative in any way, (verbally or physically) will be banned from the league indefinitely. This may also result in team penalties or loss of game.
4. Any player fighting will result in forfeiture of the game. Players involved in the altercation will be suspended from the league indefinitely. Any player who verbally threatens another player or team may also be suspended from the league.
5. Any player throwing equipment in frustration may be ejected from the game.
6. Any player or manager who is ejected from a game due to unsportsmanlike conduct may not play in their team's next game.
7. **PLAYERS WHO HAVE BEEN EJECTED MUST LEAVE THE PARK WITHIN FIVE MINUTES OR THEIR TEAM WILL FORFEIT.**
8. The league supervisor will determine length of suspensions with severe or repeat offenses. Teams may be suspended for displaying behavior detrimental to the league without refund.
9. The team's captain will be the contact person regarding all league schedules, standings, general information, suspensions and any items that need to be addressed to the team.
10. It is the duty of the captain to relay all information given to his/her team.

**Miscellaneous:**

1. WEATHER: Please call the sports hotline for updates regarding field conditions and game cancellations. The hotline will be updated daily at 4:00pm. The hotline number is 314-290-8515.
2. Make-up games will be played at the end of the regular season. Revised schedules will be e-mailed to the captains and can also be found on the web-site.
3. There will be no refunds for any games not played due to forfeits.
4. ***NO GLASS BOTTLES OR SMOKING OF ANY KIND ARE ALLOWED IN SHAW PARK.***